

TREVOR McFUR IN THE



6 4 - B I T

GAME
MANUAL

6 4 - B I T

Stuck? Frustrated? Need a Hint?

Customer Help Hint Line

1-900-737-ATARI
(1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA Only.

WARNING:

READ BEFORE USING YOUR ATARI VIDEO ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

TO OWNERS OF PROJECTION TELEVISIONS.

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Trevor McFur in the Crescent Galaxy is a trademark of Atari Corporation.
Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation.
Copyright 1993 Atari Corporation. All rights reserved.

TREVOR McFUR IN THE



JAGUAR™ 64-Bit
Interactive Multimedia System
Game Manual

INTRODUCTION

"Attention all Circle Reserve units. The Crescent Galaxy has fallen. It has been conquered by an entity known only as Odd-It, whose only passion is to make every living thing odd, like it. All of the planets in the galaxy are under his rule and are guarded by his blockade. Our main armada has nearly perished while battling Odd-It, and now you're our only hope..."

So begins your day as Trevor McFur, a corporal in the Crescent Galaxy's chapter of the Interplanetary Defense Squad, known as the Circle Reserves. You and your female feline partner Cutter set your coordinates for home and engage at warp nine. Every planet in the Crescent Galaxy has been attacked by Odd-It's minions. You and Cutter split up, with Cutter taking the shuttle craft and sneaking through each moon's blockade to get help below while you battle the deadly armadas in the sky above.

Odd-It's main base is on the planet Cosmolite. It can only be penetrated by first destroying the four moons that surround Cosmolite.



GETTING STARTED

1. Insert your JAGUAR Crescent Galaxy cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the Crescent Galaxy overlay in the Jaguar Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Screens, and follow the on-screen directions for setting up your controller defaults.

If for any reason your cartridge does not load, or you only see a red screen, refer to the warranty information included with your Jaguar 64-bit cartridge.

Pressing the 0 button on the title screen, the options screen, or the high score screen toggles the music on/off.

GAME CONTROLS

Since Odd-It took over the Crescent Galaxy, all you have is your ship, your comrade Cutter, and your wits. Fortunately, your ship's controls can be customized. By following the on-screen directions you may assign the Jaguar Controller's buttons to match your preference (See Main Selection Screen below). These are your ship's default settings (see Fig.II):

- A** Bomb
- B** Fire
- C** Special weapon
- OPTION** Cycles through special weapons
- PAUSE** Pauses game
- JOYPAD** Controls your spacecraft


Throughout your mission you'll collect special weapons that can help you break Odd-It's hold on each moon's surface. To assist you, the Circle Reserves have provided a Jaguar Controller Overlay (see Fig III).


HIGH SCORES

Volume, Controls, and High Score information are retained in the cartridge even if you have turned off you JAGUAR 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the previously saved High Scores, press *, OPTION and # while on the Title screen or the High Score screen.

Press OPTION while on the Title Screen to go to the High Score Screen. Press the A, B or C button while on the High Score screen to return to the Title screen.

WEAPONS

 **Weapon 1** begins as a single-shot cannon with six stages of increased firepower, and may be upgraded with power-ups found throughout the game.

 **Weapon 2** is a bomb which may be upgraded with power-ups found throughout the game.

You may select special weapons for **Weapon 3** using the keypad, or toggle through them by pressing the OPTION button. Each weapon has its own characteristic. Your spacecraft's view screen (see Fig.1) indicates your score **1**, which special weapon you have **2**, how many ships you have remaining **3**, and shows the position of your ship **4**. You begin with one each of the following; you can gain up to nine of each:

Keypad No.

- 1**  Magnet attracts most airborne enemies and damages them.
- 2**  Tracer bounces from enemy to enemy, and after 1-2 seconds it usually destroys several of them.
- 3**  Beam produces a high-intensity burst that damages enemies it touches.
- 4**  Flash activates a radio-magnetic force that damages all enemies on the screen.
- 5**  Missile releases a projectile, followed by a nerve-wracking eruptive burst.
- 6**  Ring emits a deadly ball that circles your ship, damaging enemies it comes in contact with. It also neutralizes enemy fire.
- 7**  Bolt produces an energy wave that spreads out as it moves forward, damaging any enemies that it touches.
- 8**  Shield temporarily protects your ship from harm.
- 9**  Cutter will come and help you battle Odd-It's armada for a brief period. Her firepower is slightly stronger than yours. You may also use other special weapons while Cutter is on screen.

POWERUPS

On each moon's surface, you'll find powerups for the above-mentioned weapons, as well as a "Circle Reserves" powerup, which grants Trevor one each of the nine Special Weapons.

MAIN SELECTION SCREEN

As Trevor McFur you have to liberate the four moons of Cosmolite before you can visit the planet and destroy Odd-It. Move the Crescent Galaxy icon using the joypad, and the chosen moon or planet is selected.

Information on that moon or planet automatically appears on the lower screen. With the Crescent Galaxy icon over the moon or planet, press the A button to view more information about it. Press the B button to go to that moon or planet and start the game.

You may also change the default control and volume options of the game. Move the Crescent Galaxy icon over the Control button. Press the A, B or C button to select your control options. You can move the Crescent Galaxy icon over the Volume button and press the A, B or C button to adjust the audio level.



THE MOONS

Here's a briefing of the four moons and their enemies:

OSSEOUS is a bleak and dry moon. It is sealed by a layer of gaseous radiation, which makes for a spectacularly colorful sky. The dangerous mutations, now under Odd-It's command, are:

Pop-up Poppies rise straight up quickly; the larger ones may contain either flying rats or powerups!

Geysers are a natural energy force that spurt abrupt blasts of nuclear steam from the moon's core.

Firebugs are dragon-like bugs that shoot at you.

Flying Rats are winged beasts that attack viciously with their tails.

Skeletal Vultures are cyber-predators that fire lethal energy shots.

Scorpions are really alloy replicas, and hunt in wild packs.



GROTONERIA is a craggy moon with a network of caves and tunnels which are filled with natural minerals and ore. Odd-It has taken over the minds of the native creatures for his own evil ends. Among the enemies:

Slugs have a powerful weapon: slime!

Glow Bugs crave inorganic energy, drawing power from their prey.

Bats that are bionically enhanced, very deadly and precise due to electronic radar.

Cyber Spiders may not scare you, but their erratic movement can destroy your spacecraft. When killed, baby spiders often come out!

Stalagmites abound in the underground, and are often dislodged by the vibrations of a passing space fighter.

Flying Dinos are equipped with wings, making them easier to kill than their land-lubber cousins.

Dinos run the corridors and mazes underground . . . especially avoid packs of them.



THE MOONS (cont.)

ZEPHYRIA has no core. Instead, the moon consists of colorful nebulae, gaseous clouds and floating segments of rock, creating islands in the sky. New breeds of life have developed here that are unlike anything on any other moon.

Spinners swoop down in groups and swarm around your ship.

Hummingbirds fly in groups or individually. They're small, deadly and fast!

Cyber Cherubs are trying to make a match: you and their deadly fireballs!

Dragons breathe deadly bursts of flames.



EQUILIBRIUMITE was formed by the union of two large asteroids and its surface resembles wet swampland.

Pillbugs follow the ship and curl into a ball when disturbed.

Ferns may be nice when they're tended well, but on Equilibriumite they're out for revenge.

Fireflies are electric, frantic and attack from all angles.

Gundinos may try to surround you and hover—shoot or take cover.

Seymours move fast and fire rapidly, then retreat to safety. They're also very deadly!

Sad masks are full of wrath; don't crash into them!

Skullbats may zoom in from below and sometimes attack in groups.

COSMOLITE

The city planet Cosmolite once represented the heralding achievements of the Crescent Galaxy. Now it has become a land of industrial chaos. You must battle Odd-It in his city-fortress, where he has accumulated massive armies. Good luck, and especially watch out for:

Taxifish, which travel in schools.

Eyeballs do more than watch!

Starbots emerge from foreground towers and periodically dart toward you.

Towers generate electricity beams which fry your ship when touched.



SPACE ZONES

Every moon has a space level that is filled with evil minions, including an End Boss. Trevor McFur must defeat the End Boss so that he can land on the moon and destroy the enemies there. In the Space Zones, Trevor encounters:

Sphery, a quick little sucker with orbiting moonlets, which break off towards your ship.

Asteroids hurl through space, destroying everything in their path.

Pyramids spin and break up, becoming deadly fragments.



BONUS WORLD

A Bonus World will be accessible after each moon is completed. You have an opportunity to collect more power-ups as you fly through the Space Rings. Crashing into the rings, however, will end the level.

EXTRA SHIPS

You can earn extra ships by picking up a Trevor icon. You also may earn extra ships at:

75,000 pts.	625,000 pts.
175,000 pts.	825,000 pts.
300,000 pts.	1,050,000 pts.
450,000 pts.	

Credits

Product Manager:
Game Designers:

Producer:
Programmer:
Additional Programming:
Art Direction:
Lead Animator:
Animators:

Audio:

Lead Tester:
Testers:

Susan G. McBride
Ginner
McBride
Purple
James Purple Hampton
Eric Ginner
Andrew J. Burgess
Susan G. McBride
Linnea Wigren
Tony Gascon
Shaun Tsai
B.J. West
Michael E. Bartlett
Cheryl Blaha
Donald Wang
R. Wiley Evans
LX Rudis
M. Stevens
Andrew Keim
Jeffrey Gatrall
Tom Gillen
Hans Jacobsen
Sean Patten
Ed Pearson
Ken Saunders
Joe Sousa
Ted Tahquechi
Faran Thomason



...and special thanks to all that helped!

"Software Warranty" (Cartridge or CD)

Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product.

Do not return your software to the retailer. To receive "in" warranty service call 1-800-GO-ATARI. A technician will be available to answer your warranty questions. In the event that you return your software under warranty send the software, a description of the problem and a copy of your sales receipt clearly indicating the date of purchase to: Atari Corporation, 390 Caribbean Drive, Sunnyvale, CA 94089.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

SPACE ZONES

Every time this special level is filled with
 thousands of stars, the Trevor McPhee
 and his crew will be able to see the stars.

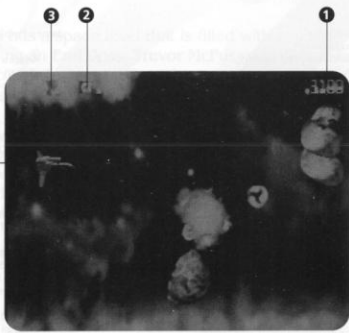


Fig. 1



BONUS WORLD

A Bonus World will be a special, one-time-only event in
 the game, where you can earn extra points and
 power-ups as you fly through the Space Zones. It's a

EXTRA SHIPS

STAR WARS: THE FORCE UNLEASHED™ will feature a new, exclusive, one-time-only event in the game, where you can earn extra points and power-ups as you fly through the Space Zones. It's a

will earn 300,000 pts. 450,000 pts. 1,200,000 pts.



Copyright 1993, Atari Corporation
Sunnyvale, CA 94089-1302
All rights reserved

J9001
500701

Printed in USA